

Claims

1. A method of directing a broadcast with participation of a plurality of participants through the use of an
5 interactive application on a participant device, comprising the steps of:
 downloading said interactive application on said participant device;
 using said interactive application off-line on said
10 participant device, synchronized with the broadcast;
 registering participant input on said participant device;
 submitting said participant input.
- 15 2. A method according to claim 1 also comprising the steps of:
 collecting and analyzing all participant input and
 delivering the results of said analyzing to all participants.
- 20 3. A method according to claim 1 or 2 in which said downloading of said interactive application takes place before said broadcast.
- 25 4. A method according to any of claims 1 to 3 in which said submitting of said participant input takes place after said broadcast has ended.
- 30 5. A method according to any of claims 1 to 4 in which said interactive application comprises synchronization information.

6. A method according to claim 5 in which said interactive application and said synchronization information are downloaded on separate points in time.
- 5 7. A method according to any of claims 1 to 6 in which said interactive application comprises a time slot for said submitting of the participant input.
8. A method according to any of claims 1 to 7 in which
10 said interactive is downloaded from the Internet site of said broadcast.
9. A method according to any of claims 1 to 8 in which said participant device is capable of communicating through
15 the Internet.
10. A method according to any of claims 1 to 9 in which said broadcast is a TV game show.
- 20 11. A system for directing a broadcast with participation of a plurality of participants through the use of an interactive application on a participant device, comprising:
a downloading application system for providing said
25 interactive application to said participants before the actual broadcast;
a registration system for registering participant input.
- 30 12. A system according to claim 11 also comprising a score delivery system for analyzing participant input and delivering the results of said analyzing to all participants.

13. A system according to claim 11 or 12 in which said participants are connected to said system through the Internet.